Amendment to the Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application:

1. (Currently amended) A gaming machine which includes:

a simulation system configured to generate a game round display which corresponds to a pre-calculated outcome for the game round; said simulation system running an initial ~~for running a~~ simulation in an invisible manner that ~~simulating~~ simulates the playing of the~~a~~ game round ~~to simulate the entire playing of a game round~~ from start to finish, the simulation system enabling predetermined starting parameters to be set;

a comparator for comparing an end condition of said initial simulation run by the simulation system ~~in an invisible manner using the starting parameters~~ with ~~a~~ the pre-calculated ~~desired~~ outcome of the game round; and

an adjustment means for adjusting the starting parameters used by the simulation means in a subsequent simulation of the game round that is used for generating the game round display for the game round, such that the end condition of ~~a~~ the subsequent ~~running of the~~ simulation of the game round ~~in a visible manner coincides with~~ corresponds to the pre-calculated outcome for the game round.~~end condition of the desired outcome of the game~~.

2. (Original) The gaming machine of claim 1 in which the simulation system is software based.

3. (Currently amended) The gaming machine of claim 2 in which the simulation system is used as a means to drive a display of a graphical outcome for the game round.

4. (Currently amended) The gaming machine of claim 2 which includes a control means for controlling playing of the game round.

5. (Original) The gaming machine of claim 4 in which at least part of the control means includes a random number generator for generating random numbers.

6. (Original) The gaming machine of claim 5 in which the random number generator is one of a pseudo-random number generator and a hardware based random number generator.

7. (Original) The gaming machine of claim 4 in which the simulation system is implemented in the control means by a processing means.

8. (Currently amended) The gaming machine of claim 7 in which the processing means includes simulation software to perform the simulation and running of ~~iterations of~~ the initial and subsequent simulations.

9. (Currently amended) The gaming machine of claim 8 in which the simulation software sets random starting parameters for the initial simulation.

10. (Currently amended) A method of displaying an outcome of a game round played on a gaming machine, the method including the steps of:

setting starting parameters for an initial simulation of the game round;

performing the initial simulation of ~~simulating an entire~~ the game round ~~of the game, based on~~ using said starting parameters, in a manner that is invisible to a user;

determining an end condition of the initial simulation;

~~deriving a desired outcome for the game;~~

comparing the end condition of the initial simulation ~~using the starting parameters,~~ with a pre-calculated outcome of the game round ~~the desired outcome~~;

adjusting the ~~previously set~~ starting parameters of the initial simulation as a result of the comparing, such that the end condition of a subsequent simulation of the game round using the adjusted starting parameters will correspond to the pre-calculated outcome for the game round; and

performing a subsequent simulation of the game round using said adjusted starting parameters; and

displaying the outcome of the subsequent simulation, corresponding to the pre-calculated outcome for the game round, to the user as the of display of the outcome the game round.

~~re-running the simulation in a visible manner and such that its end condition coincides with the desired outcome of the game~~.

11. (Currently amended) The method of claim 10 which includes setting random starting parameters for the initial simulation.

12. (Currently amended) The method of claim 11 which includes running the initial simulation through once until the end condition is arrived at, without displaying the end condition on a display means of the gaming machine.

13. (Currently amended) The method of claim 12 which includes performing one of a pseudo-random calculation and a truly random calculation to derive the desired outcome for the game round.

14. (Currently amended) The method of claim 13 which includes, once the initial simulation's end condition has been arrived at and the desired outcome for the game round has been

determined, adjusting the starting parameters by one of a discrete amount and a mapping function.

15. (Currently amended) The method of claim 14 which includes adjusting the starting parameters using a difference between the now known end condition of the initial simulation and the ~~determined, desired~~ pre-calculated outcome for the game round.

16. (Currently amended) The method of claim 15 which includes ~~re~~ running the subsequent simulation using the new starting parameters.

17. (Currently amended) The method of claim 16 which includes displaying the subsequent~~re running~~ simulation as the subsequent simulation progresses.